Abyssal Nightstalker
{3}{B}
Creature -- Nightstalker
2/2
Whenever Abyssal Nightstalker attacks and isn't blocked, defending player discards a card from his or her hand.

Alaborn Cavalier
{2}{W}{W}
Creature -- Knight
2/2
Whenever Alaborn Cavalier attacks, you may tap target creature.

Alaborn Grenadier
{W}{W}
Creature -- Soldier
2/2
Attacking doesn't cause Alaborn Grenadier to tap.

Alaborn Musketeer
{1}{W}
Creature -- Soldier
2/1
Alaborn Musketeer may block as though it had flying.

Alaborn Trooper
{2}{W}
Creature -- Soldier
2/3

Alaborn Veteran
{2}{W}
Creature -- Knight
2/2
{T}: Target creature gets +2/+2 until end of turn. Play this ability only during your turn, before the combat phase.

Alaborn Zealot
{W}
Creature -- Soldier
1/1
Whenever Alaborn Zealot blocks a creature, destroy that creature and Alaborn Zealot.

Alert Shu Infantry
{2}{W}
Creature -- Soldier
2/2
Attacking doesn't cause Alert Shu Infantry to tap.

Alluring Scent
{1}{G}{G}
Sorcery
All creatures able to block target creature this turn do so.

Ancient Craving
{3}{B}
Sorcery
Draw three cards. You lose 3 life.

Angel of Fury
{4}{W}{W}
Creature -- Angel
3/5

Flying
When Angel of Fury is put into your graveyard from play, you may shuffle it into your library.

Angel of Light
{4}{W}
Creature -- Angel
3/3
Flying
Attacking doesn't cause Angel of Light to tap.

Apprentice Sorcerer
{2}{U}
Creature -- Wizard
1/1
{T}: Apprentice Sorcerer deals 1 damage to target creature or player. Play this ability only during your turn, before the combat phase.

Armored Galleon
{4}{U}
Creature -- Ship
5/4
Armored Galleon can't attack unless defending player controls an Island.

Armored Griffin
{3}{W}
Creature -- Griffin
2/3
Flying
Attacking doesn't cause Armored Griffin to tap.

Arrogant Vampire
{3}{B}{B}
Creature -- Vampire
4/3
Flying

Assassin's Blade
{1}{B}
Instant
Play Assassin's Blade only during the declare attackers step and only if you are the defending player.
Destroy target nonblack attacking creature.

Barbarian General
{4}{R}
Creature -- Soldier
3/2
Horsemanship

Barbarian Horde
{3}{R}
Creature -- Soldier
3/3

Barbtooth Wurm
{5}{G}
Creature -- Wurm
6/4

Bargain
{2}{W}
Sorcery
Target opponent draws a card.

You gain 7 life.

Bear Cub
{1}{G}
Creature -- Bear
2/2

Bee Sting
{3}{G}
Sorcery
Bee Sting deals 2 damage to target creature or player.

Bloodcurdling Scream
{X}{B}
Sorcery
Target creature gets +X/+0 until end of turn.

Boiling Seas
{3}{R}
Sorcery
Destroy all Islands.

Border Guard
{2}{W}
Creature -- Soldier
1/4

Borrowing 100,000 Arrows
{2}{U}
Sorcery
Draw a card for each tapped creature target opponent controls.

Borrowing the East Wind
{X}{G}{G}
Sorcery
Borrowing the East Wind deals X damage to each creature with horsemanship and each player.

Brilliant Plan
{4}{U}
Sorcery
Draw three cards.

Brimstone Dragon
{6}{R}{R}
Creature -- Dragon
6/6
Flying, haste

Broken Dam
{U}
Sorcery
Tap one or two target creatures without horsemanship.

Brutal Nightstalker
{3}{B}{B}
Creature -- Nightstalker
3/2
When Brutal Nightstalker comes into play, you may have target opponent discard a card from his or her hand.

Burning Cloak
{R}
Sorcery

Target creature gets +2/+0 until end of turn. Burning Cloak deals 2 damage to that creature.

Burning Fields
{4}{R}
Sorcery
Burning Fields deals 5 damage to target opponent.

Burning of Xinye
{4}{R}{R}
Sorcery
Each player sacrifices 4 lands. Burning of Xinye deals 4 damage to each creature.

Cao Cao, Lord of Wei
{3}{B}{B}
Creature -- Legend
3/3
{T}: Target opponent discards two cards from his or her hand. Play this ability only during your turn, before the combat phase.

Cao Ren, Wei Commander
{2}{B}{B}
Creature -- Legend
3/3
Horsemanship
When Cao Ren, Wei Commander comes into play, you lose 3 life.

Capricious Sorcerer
{2}{U}
Creature -- Wizard
1/1
{T}: Capricious Sorcerer deals 1 damage to target creature or player. Play this ability only during your turn, before the combat phase.

Capture of Jingzhou
{3}{U}{U}
Sorcery
Take an extra turn after this one.

Champion Lancer
{4}{W}{W}
Creature -- Knight
3/3
Prevent all damage that would be dealt to Champion Lancer by creatures.

Champion's Victory
{U}
Sorcery
Play Champion's Victory only during the declare attackers step and only if you are the defending player.
Return target attacking creature to its owner's hand.

Charging Bandits
{4}{B}
Creature -- Bandit
3/3
Whenever Charging Bandits attacks, it gets +2/+0 until end of turn.

Chorus of Woe
{B}
Sorcery
Creatures you control get +1/+0 until end of turn.

Cinder Storm
{6}{R}
Sorcery
Cinder Storm deals 7 damage to target creature or player.

Cloak of Feathers
{U}
Sorcery
Target creature gains flying until end of turn.
Draw a card.

Cloud Dragon
{5}{U}
Creature -- Dragon
5/4
Flying
Cloud Dragon may block only creatures with flying.

Cloud Pirates
{U}
Creature -- Pirate
1/1
Flying
Cloud Pirates may block only creatures with flying.

Coastal Wizard
{2}{U}{U}
Creature -- Wizard
1/1
{T}: Return Coastal Wizard and another target creature to their owners' hands.
Play this ability only during your turn, before the combat phase.

Command of Unsummoning
{2}{U}
Instant
Play Command of Unsummoning only during the declare attackers step and only if you are the defending player.
Return one or two target attacking creatures to their owner's hand.

Control of the Court
{1}{R}
Sorcery
Draw four cards, then discard three cards at random from your hand.

Corrupt Court Official
{1}{B}
Creature -- Advisor
1/1
When Corrupt Official comes into play, target opponent discards a card from his or her hand.

Corrupt Eunuchs
{3}{R}
Creature -- Advisor
2/2
When Corrupt Eunuchs comes into play, it deals 2 damage to target creature.

Council of Advisors
{2}{U}
Creature -- Advisor
1/1
When Council of Advisors comes into play, draw a card.

Counterintelligence

{2}{U}{U}
Sorcery
Return one or two target creatures to their owner's hand.

Craven Knight
{1}{B}
Creature -- Knight
2/2
Craven Knight can't block.

Cruel Bargain
{B}{B}{B}
Sorcery
Draw four cards. You lose half your life, rounded up.

Cruel Edict
{1}{B}
Sorcery
Target opponent sacrifices a creature.

Cruel Fate
{4}{U}
Sorcery
Look at the top five cards of target opponent's library. Put one of those cards into that player's graveyard, and the rest on top of his or her library in any order.

Cruel Tutor
{2}{B}
Sorcery
Search your deck for a card, then shuffle your library and put that card on top of it. You lose 2 life.

Cunning Advisor
{3}{B}
Creature -- Advisor
1/1
{T}: Target opponent discards a card from his or her hand. Play this ability only during your turn, before the combat phase.

Cunning Giant
{5}{R}
Creature -- Giant
4/4
If Cunning Giant is unblocked, you may have it deal its combat damage to a creature defending player controls instead of to him or her.

Dakmor Bat
{1}{B}
Creature -- Bat
1/1
Flying

Dakmor Ghoul
{2}{B}{B}
Creature -- Zombie
2/2
When Dakmor Ghoul comes into play, target opponent loses 2 life and you gain 2 life.

Dakmor Plague
{3}{B}{B}
Sorcery
Dakmor Plague deals 3 damage to each creature and each player.

Dakmor Scorpion
{1}{B}
Creature -- Scorpion
2/1

Dakmor Sorceress
{5}{B}
Creature -- Wizard
*/4
Dakmor Sorceress's power is equal to the number of Swamps you control.

Dark Offering
{4}{B}{B}
Sorcery
Destroy target nonblack creature. You gain 3 life.

Deathcoil Wurm
{6}{G}{G}
Creature -- Wurm
7/6
You may have Deathcoil Wurm deal its combat damage to defending player as though it weren't blocked.

Deception
{2}{B}
Sorcery
Target opponent discards two cards from his or her hand.

Deep Wood
{1}{G}
Instant
Play Deep Wood only during the declare attackers step and only if you are the defending player.
Prevent all damage that would be dealt to you by attacking creatures this turn.

Deep-Sea Serpent
{4}{U}{U}
Creature -- Serpent
5/5
Deep-Sea Serpent can't attack unless defending player controls an Island.

Defiant Stand
{1}{W}
Instant
Play Defiant Stand only during the declare attackers step and only if you are the defending player.
Target creature gets +1/+3 until the end of the turn. If that creature is tapped, untap it.

Deja Vu
{2}{U}
Sorcery
Return target sorcery card from your graveyard to your hand.

Denizen of the Deep
{6}{U}{U}
Creature -- Serpent
11/11
When Denizen of the Deep comes into play, return all other creatures you control to their owner's hand.

Desert Drake
{3}{R}

Creature -- Drake
2/2
Flying

Desert Sandstorm
{2}{R}
Sorcery
Desert Sandstorm deals 1 damage to each creature.

Desperate Charge
{2}{B}
Sorcery
Creatures you control get +2/+0 until end of turn.

Devastation
{5}{R}{R}
Sorcery
Destroy all creatures and lands.

Devoted Hero
{W}
Creature -- Soldier
1/2

Devout Monk
{W}
Creature -- Cleric
1/1
When Devout Monk comes into play, you gain 1 life.

Diaochan, Artful Beauty
{3}{R}
Creature -- Legend
1/1
{T}: Destroy target creature of your choice, then destroy target creature of an opponent's choice. Play this ability only during your turn, before the combat phase.

Djinn of the Lamp
{5}{U}{U}
Creature -- Djinn
5/6
Flying

Dong Zhou, the Tyrant
{4}{R}
Creature -- Legend
3/3
When Dong Zhou, the Tyrant comes into play, target creature an opponent controls deals damage equal to its power to that player.

Dread Charge
{3}{B}
Sorcery
Until end of turn, black creatures you control can be blocked only by black creatures.

Dread Reaper
{3}{B}{B}{B}
Creature -- Horror
6/5
Flying
When Dread Reaper comes into play, you lose 5 life.

Ebon Dragon
{5}{B}{B}
Creature -- Dragon
5/4
Flying
When Ebon Dragon comes into play, you may have target opponent discard a card from his or her hand.

Eightfold Maze
{2}{W}
Sorcery
Play Eightfold Maze only during the declare attackers step and only if you are the defending player.
Destroy target attacking creature.

Elite Cat Warrior
{2}{G}
Creature -- Cat Warrior
2/3
Forestwalk

Empty City Ruse
{W}
Sorcery
Target opponent skips the combat phase of his or her next turn.

Endless Cockroaches
{1}{B}{B}
Creature -- Insect
1/1
When Endless Cockroaches is put into to a graveyard from play, return Endless Cockroaches to your hand.

Eunuchs' Intrigues
{2}{R}
Sorcery
Target opponent chooses a creature he or she controls. Other creatures he or she controls can't block this turn.

Extinguish
{1}{U}
Instant
Counter target sorcery spell.

Eye Spy
{U}
Sorcery
Look at the top card of target player's library. You may put that card into his or her graveyard.

False Defeat
{3}{W}
Sorcery
Return target creature card from your graveyard to play.

False Mourning
{G}
Sorcery
Put target card from your graveyard on top of your library.

False Peace
{W}
Sorcery
Target player skips the combat phases of his or her next turn.

False Summoning
{1}{U}
Instant
Counter target creature spell.

Famine
{3}{B}{B}
Sorcery
Famine deals 3 damage to each creature and each player.

Festival of Trokin
{W}
Sorcery
You gain 2 life for each creature you control.

Final Strike
{2}{B}{B}
Sorcery
Sacrifice a creature. Final Strike deals to your opponent damage equal to the sacrificed creature's power.

Fire Ambush
{1}{R}
Sorcery
Fire Ambush deals 3 damage to target creature or player.

Fire Bowman
{R}
Creature -- Soldier
1/1
Sacrifice Fire Bowman: Fire Bowman deals 1 damage to target creature or player. Play this ability only during your turn, before the combat phase.

Fire Dragon
{6}{R}{R}{R}
Creature -- Dragon
6/6
Flying
When Fire Dragon comes into play, it deals damage equal to the number of Mountains you control to target creature.

Fire Imp
{2}{R}
Creature -- Imp
2/1
When Fire Imp comes into play, it deals 2 damage to target creature.

Fire Snake
{4}{R}
Creature -- Snake
3/1
When Fire Snake is put into a graveyard from play, destroy target land.

Fire Tempest
{5}{R}{R}
Sorcery
Fire Tempest deals 6 damage to each creature and each player.

Flanking Troops
{2}{W}{W}
Creature -- Soldier
2/2
Whenever Flanking Troops attacks, you may tap target creature.

Fleet-Footed Monk
{1}{W}
Creature -- Cleric
1/1
Fleet-Footed Monk can't be blocked by creatures with power 2 or greater.

Foot Soldiers
{3}{W}
Creature -- Soldier
2/4

Forced Retreat
{2}{U}
Sorcery
Put target creature on top of its owner's library.

Forest Bear
{1}{G}
Creature -- Bear
2/2

Forked Lightning
{3}{R}
Sorcery
Forked Lightning deals 4 damage divided as you choose among one, two, or three target creatures.

Foul Spirit
{2}{B}
Creature -- Spirit
3/2
Flying
When Foul Spirit comes into play, sacrifice a land.

Fruition
{G}
Sorcery
You gain 1 life for each Forest in play.

Ghostly Visit
{2}{B}
Sorcery
Destroy target nonblack creature.

Gift of Estates
{1}{W}
Sorcery
If an opponent has more lands in play than you, search your library for up to three Plains cards, reveal them, and put them into your hand. Then shuffle your library.

Goblin Bully
{1}{R}
Creature -- Goblin
2/1

Goblin Cavaliers
{2}{R}
Creature -- Goblin
3/2

Goblin Commando
{4}{R}

Creature -- Goblin
2/2
When Goblin Commando comes into play, it deals 2 damage to target creature.

Goblin Firestarter
{R}
Creature -- Goblin
1/1
Sacrifice Goblin Firestarter: Goblin Firestarter deals 1 damage to target creature or player. Play only during your turn, before the combat phase.

Goblin General
{1}{R}{R}
Creature -- Goblin
1/1
Whenever Goblin General attacks, Goblins you control get +1/+1 until end of turn.

Goblin Lore
{1}{R}
Sorcery
Draw four cards, then discard three cards at random from your hand.

Goblin Mountaineer
{R}
Creature -- Goblin
1/1
Mountainwalk

Goblin Piker
{1}{R}
Creature -- Goblin
2/1

Goblin Settler
{3}{R}
Creature -- Goblin
1/1
When Goblin Settler comes into play, destroy target land.

Goblin War Cry
{2}{R}
Sorcery
Target opponent chooses a creature he or she controls. Other creatures he or she controls can't block this turn.

Golden Bear
{3}{G}
Creature -- Bear
4/3

Grim Tutor
{1}{B}{B}
Sorcery
Search your library for a card and put that card into your hand, then shuffle your library. You lose 3 life.

Guan Yu, Sainted Warrior
{3}{W}{W}
Creature -- Legend
3/5
Horsemanship
When Guan Yu, Sainted Warrior is put into your graveyard from play, you may shuffle Guan Yu into your library.

Guan Yu's 1,000-Li March
{4}{W}{W}
Sorcery
Destroy all tapped creatures.

Hand of Death
{2}{B}
Sorcery
Destroy target nonblack creature.

Harmony of Nature
{2}{G}
Sorcery
Tap any number of untapped creatures you control. You gain 4 life for each creature tapped this way.

Harsh Justice
{2}{W}
Instant
Play Harsh Justice only during the declare attackers step and only if you are the defending player.
This turn, whenever an attacking creature deals combat damage to you, it deals that much damage to its controller.

Heavy Fog
{1}{G}
Sorcery
Play Heavy Fog only during the declare attackers step and only if you are the defending player.
Prevent all damage that would be dealt to you by attacking creatures this turn.

Highland Giant
{2}{R}{R}
Creature -- Giant
3/4

Howling Fury
{2}{B}
Sorcery
Target creature gets +4/+0 until end of turn.

Hua Tuo, Honored Physician
{1}{G}{G}
Creature -- Legend
1/2
{T}: Put target creature card from your graveyard on top of your library. Play this ability only during your turn, before the combat phase.

Huang Zhong, Shu General
{2}{W}{W}
Creature -- Legend
2/3
Huang Zhong, Shu General can't be blocked by more than one creature.

Hulking Goblin
{1}{R}
Creature -- Goblin
2/2
Hulking Goblin can't block.

Hunting Cheetah
{2}{G}
Creature -- Cheetah

2/3
Whenever Hunting Cheetah deals damage to an opponent, you may search your library for a Forest card, reveal that card, and put it into your hand. Then shuffle your library.

Imperial Edict
{1}{B}
Sorcery
Target opponent sacrifices a creature.

Imperial Recruiter
{2}{R}
Creature -- Advisor
1/1
When Imperial Recruiter comes into play, search your library for a creature with power 2 or greater, reveal that card, and put it into your hand. Then shuffle your library.

Imperial Seal
{B}
Sorcery
Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life.

Independent Troops
{1}{R}
Creature -- Soldier
2/1

Ingenious Thief
{1}{U}
Creature -- Thief
1/1
Flying
When Ingenious Thief comes into play, look at target player's hand.

Ironhoof Ox
{3}{G}{G}
Creature -- Ox
4/4
Ironhoof Ox can't be blocked by more than one creature.

Jungle Lion
{G}
Creature -- Cat
2/1
Jungle Lion can't block.

Just Fate
{2}{W}
Instant
Play Just Fate only during the declare attackers step and only if you are the defending player.
Destroy target attacking creature.

Keen-Eyed Archers
{2}{W}
Creature -- Soldier
2/2
Keen-Eyed Archers may block as though it had flying.

King's Assassin
{1}{B}{B}
Creature -- Assassin

1/1
{T}: Destroy target tapped creature. Play this ability only during your turn, before the combat phase.

Kiss of Death
{4}{B}{B}
Sorcery
Kiss of Death deals 4 damage to target opponent. You gain 4 life.

Kongming, Sleeping Dragon
{2}{W}{W}
Creature -- Legend
2/2
Other creatures you control get +1/+1.

Kongming's Contraptions
{3}{W}
Creature -- Soldier
2/4
{T}: Kongming's Contraptions deals 2 damage to target attacking creature. Play this ability only during the declare attackers step, and only on an opponent's turn.

Lady Sun
{1}{U}{U}
Creature -- Legend
1/1
{T}: Return Lady Su and another target creature to their owners' hands. Play this ability only during your turn, before the combat phase.

Lady Zhurong, Warrior Queen
{4}{G}
Creature -- Legend
4/3
Horsemanship

Last Chance
{R}{R}
Sorcery
Take an extra turn after this one. At the end of that turn, you lose the game.

Lava Flow
{3}{R}{R}
Sorcery
Destroy target creature or land.

Liu Bei, Lord of Shu
{3}{W}{W}
Creature -- Legend
2/4
Horsemanship
Liu Bei, Lord of Shu gets +2/+2 as long as you control a permanent named Guan Yu, Sainted Warrior or a permanent named Zhang Fei, Fierce Warrior.

Lizard Warrior
{3}{R}
Creature -- Lizard Warrior
4/2

Loyal Retainers
{2}{W}
Creature -- Advisor
1/1
Sacrifice Loyal Retainers: Put target Legend card from your graveyard into play.

Play this ability only during your turn, before the combat phase.

Loyal Sentry
{W}
Creature -- Soldier
1/1
When Loyal Sentry blocks a creature, destroy that creature and Loyal Sentry.

Lu Bu, Master-at-Arms
{5}{R}
Creature -- Legend
4/3
Horsemanship, haste

Lu Meng, Wu General
{3}{U}{U}
Creature -- Legend
4/4
Horsemanship

Lu Su, Wu Advisor
{3}{U}{U}
Creature -- Legend
1/2
{T}: Draw a card. Play this ability only during your turn, before the combat phase.

Lu Xun, Scholar General
{2}{U}{U}
Creature -- Legend
1/3
Horsemanship
Whenever Lu Xun, Scholar General deals damage to an opponent, you may draw a card.

Lurking Nightstalker
{B}{B}
Creature -- Nightstalker
1/1
Whenever Lurking Nightstalker attacks, it gets +2/+0 until end of turn.

Lynx
{1}{G}
Creature -- Cat
2/1
Forestwalk

Ma Chao, Western Warrior
{3}{R}{R}
Creature -- Legend
3/3
Horsemanship
Whenever Ma Chao, Western Warrior attacks alone, it is unblockable this combat.

Magma Giant
{5}{R}{R}
Creature -- Giant
5/5
When Magma Giant comes into play, it deals 2 damage to each creature and each player.

Marshaling the Troops
{1}{G}
Sorcery

Tap any number of untapped creatures you control. You gain 4 life for each creature tapped this way.

Meng Huo, Barbarian King
{3}{G}{G}
Creature -- Legend
4/4
Other green creatures you control get +1/+1.

Meng Huo's Horde
{4}{G}
Creature -- Soldier
4/5

Mercenary Knight
{2}{B}
Creature -- Mercenary Knight
4/4
When Mercenary Knight comes into play, sacrifice it unless you discard a creature card from your hand.

Mind Knives
{1}{B}
Sorcery
Target opponent discards a card at random from his or her hand.

Minotaur Warrior
{2}{R}
Creature -- Minotaur Warrior
2/3

Misfortune's Gain
{3}{W}
Sorcery
Destroy target creature. That creature's controller gains 4 life.

Moaning Spirit
{2}{B}
Creature -- Spirit
2/1
Flying

Mobilize
{G}
Sorcery
Untap all creatures you control.

Moon Sprite
{1}{G}
Creature -- Faerie
1/1
Flying

Mountain Bandit
{R}
Creature -- Soldier
1/1
Haste

Muck Rats
{B}
Creature -- Rat
1/1

Mystic Denial
{1}{U}{U}
Instant
Counter target creature or sorcery spell.

Nature's Cloak
{2}{G}
Sorcery
Green creatures you control gain forestwalk until end of turn.

Nature's Ruin
{2}{B}
Sorcery
Destroy all green creatures.

Nightstalker Engine
{4}{B}
Creature -- Nightstalker
*/3
Nightstalker Engine's power is equal to the number of creature cards in your graveyard.

Norwood Archers
{3}{G}
Creature -- Elf
3/3
Norwood Archers may block as though it had flying.

Norwood Priestess
{2}{G}{G}
Creature -- Elf
1/1
{T}: You may put a green creature card from your hand into play. Play this ability only during your turn, before the combat phase.

Norwood Riders
{3}{G}
Creature -- Elf
3/3
Norwood Riders can't be blocked by more than one creature.

Norwood Warrior
{2}{G}
Creature -- Elf
2/2
Whenever Norwood Warrior becomes blocked, it gets +1/+1 until end of turn.

Noxious Toad
{2}{B}
Creature -- Toad
1/1
When Noxious Toad is put into a graveyard from play, each opponent discards a card from his or her hand.

Obsidian Giant
{4}{R}
Creature -- Giant
4/4

Ogre Arsonist
{4}{R}
Creature -- Ogre
3/3
When Ogre Arsonist comes into play, destroy target land.

Ogre Berserker
{4}{R}
Creature -- Ogre
4/2
Haste

Ogre Warrior
{3}{R}
Creature -- Ogre
3/3

Omen
{1}{U}
Sorcery
Look at the top three cards of your library. You may put them back in any order or shuffle your library.
Draw a card.

Overwhelming Forces
{6}{B}{B}
Sorcery
Destroy all creatures target opponent controls. Draw a card for each creature destroyed this way.

Owl Familiar
{1}{U}
Creature -- Bird
1/1
Flying
When Owl Familiar comes into play, draw a card, then discard a card from your hand.

Pang Tong, Young Phoenix
{1}{W}{W}
Creature -- Legend
1/2
{T}: Target creature gets +0/+2 until end of turn. Play this ability only during your turn, before the combat phase.

Personal Tutor
{U}
Sorcery
Search your library for a sorcery card and reveal that card. Shuffle your library, then put the card on top of it.

Pillaging Horde
{2}{R}{R}
Creature -- Barbarian
5/5
When Pillaging Horde comes into play, sacrifice it unless you discard a card at random from your hand.

Piracy
{U}{U}
Sorcery
Until end of turn, you may play mana abilities of lands you don't control, putting the mana they generate into your mana pool. Use mana produced this way only to play spells.

Plant Elemental
{1}{G}
Creature -- Plant Elemental
3/4

When Plant Elemental comes into play, sacrifice it unless you sacrifice a Forest.

Plated Wurm
{4}{G}
Creature -- Wurm
4/5

Poison Arrow
{4}{B}{B}
Sorcery
Destroy target nonblack creature. You gain 3 life.

Predatory Nightstalker
{3}{B}{B}
Creature -- Nightstalker
3/2
When Predatory Nightstalker comes into play, you may have target opponent sacrifice a creature.

Preemptive Strike
{1}{U}
Instant
Counter target creature spell.

Prowling Nightstalker
{3}{B}
Creature -- Nightstalker
2/2
Prowling Nightstalker can't be blocked except by black creatures.

Raging Cougar
{2}{R}
Creature -- Cat
2/2
Haste

Raging Minotaur
{2}{R}{R}
Creature -- Minotaur
3/3
Haste

Raiding Nightstalker
{2}{B}
Creature -- Nightstalker
2/2
Swampwalk

Rain of Daggers
{4}{B}{B}
Sorcery
Destroy all creatures target opponent controls. You lose 2 life for each creature destroyed this way.

Rally the Troops
{W}
Instant
Play Rally the Troops only during the declare attackers step and only if you are the defending player.
Untap all creatures you control.

Ravages of War
{3}{W}

Sorcery
Destroy all lands.

Ravaging Horde
{3}{R}{R}
Creature -- Soldier
3/3
When Ravaging Horde comes into play, destroy target land.

Razorclaw Bear
{2}{G}{G}
Creature -- Bear
3/3
Whenever Razorclaw Bear becomes blocked, it gets +2/+2 until end of turn.

Red Cliffs Armada
{4}{U}
Creature -- Ship
5/4
Red Cliffs Armada can't attack unless defending player controls an Island.

Remove
{U}
Instant
Play Remove only during the declare attackers step and only if you are the defending player.
Return target attacking creature to its owner's hand.

Renegade Troops
{4}{R}
Creature -- Soldier
4/2
Haste

Renewing Dawn
{1}{W}
Sorcery
You gain 2 life for each Mountain target opponent controls.

Renewing Touch
{G}
Sorcery
Shuffle any number of target creature cards from your graveyard into your library.

Return of the Nightstalkers
{5}{B}{B}
Sorcery
Return all Nightstalker cards from your graveyard to play. Then destroy all Swamps you control.

Return to Battle
{B}
Sorcery
Return target creature card from your graveyard to your hand.

Riding Red Hare
{2}{W}
Sorcery
Target creature gets +3/+3 and gains horsemanship until end of turn.

Riding the Dilu Horse
{2}{G}
Sorcery

Target creature gets +2/+2 and gains horsemanship. (This effect does not end at end of turn)

Righteous Charge
{1}{W}{W}
Sorcery
Creatures you control get +2/+2 until end of turn.

Righteous Fury
{4}{W}{W}
Sorcery
Destroy all tapped creatures. You gain 2 life for each creature destroyed this way.

River Bear
{3}{G}
Creature -- Bear
3/3
Islandwalk

Rockslide Ambush
{1}{R}
Sorcery
Rockslide Ambush deals damage to target creature equal to the number of Mountains you control.

Rolling Earthquake
{X}{R}
Sorcery
Rolling Earthquake deals X damage to each creature without horsemanship and each player.

Rowan Treefolk
{3}{G}
Creature -- Treefolk
3/4

Royal Falcon
{1}{W}
Creature -- Bird
1/1
Flying

Royal Trooper
{2}{W}
Creature -- Soldier
2/2
Whenever Royal Trooper blocks, it gets +2/+2 until end of turn.

Sacred Knight
{3}{W}
Creature -- Knight
3/2
Sacred Knight can't be blocked by black and/or red creatures.

Sage's Knowledge
{2}{U}
Sorcery
Return target sorcery card from your graveyard to your hand.

Salvage
{G}
Sorcery
Put target card from your graveyard on top of your library.

Scorching Spear
{R}
Sorcery
Scorching Spear deals 1 damage to target creature or player.

Scorching Winds
{R}
Instant
Play Scorching Winds only during the declare attackers step and only if you are the defending player.
Scorching Winds deals 1 damage to each attacking creature.

Screeching Drake
{3}{U}
Creature -- Drake
2/2
Flying
When Screeching Drake comes into play, draw a card, then discard a card from your hand.

Sea Drake
{2}{U}
Creature -- Drake
4/3
Flying
When Sea Drake comes into play, return two target lands you control to your hand.

Serpent Assassin
{3}{B}{B}
Creature -- Assassin
2/2
When Serpent Assassin comes into play, you may destroy target nonblack creature.

Shrieking Specter
{5}{B}
Creature -- Specter
2/2
Flying
Whenever Shrieking Specter attacks, defending player discards a card from his or her hand.

Shu Cavalry
{2}{W}
Creature -- Soldier
2/2
Horsemanship

Shu Defender
{2}{W}
Creature -- Soldier
2/2
Whenever Shu Defender blocks, it gets +0/+2 until end of turn.

Shu Elite Companions
{4}{W}
Creature -- Soldier
3/3
Horsemanship

Shu Elite Infantry
{3}{W}
Creature -- Soldier

3/3

Shu Farmer
{1}{W}
Creature -- Farmer
1/1
{T}: You gain 1 life. Play this ability only during your turn, before the combat phase.

Shu Foot Soldiers
{2}{W}
Creature -- Soldier
2/3

Shu General
{3}{W}
Creature -- Soldier
2/2
Horsemanship
Attacking doesn't cause Shu General to tap.

Shu Grain Caravan
{2}{W}
Creature -- Soldier
2/2
When Shu Grain Caravan comes into play, you gain 2 life.

Shu Soldier-Farmers
{4}{W}
Creature -- Soldier
2/4
When Shu Soldier-Farmers comes into play, you gain 4 life.

Sima Yi, Wei Field Marshal
{5}{B}
Creature -- Legend
*/4
Sima Yi, Wei Field Marshal's power is equal to the number of Swamps you control.

Skeletal Crocodile
{3}{B}
Creature -- Crocodile Skeleton
5/1

Skeletal Snake
{1}{B}
Creature -- Snake Skeleton
2/1

Slashing Tiger
{2}{G}{G}
Creature -- Tiger
3/3
Whenever Slashing Tiger becomes blocked, it gets +2/+2 until end of turn.

Snapping Drake
{3}{U}
Creature -- Drake
3/2
Flying

Sorcerous Sight
{U}
Sorcery

Look at target opponent's hand.
Draw a card.

Soul Shred
{3}{B}{B}
Sorcery
Soul Shred deals 3 damage to target nonblack creature. You gain 3 life.

Southern Elephant
{3}{G}
Creature -- Elephant
3/4

Spiritual Guardian
{3}{W}{W}
Creature -- Guardian
3/4
When Spiritual Guardian comes into play, you gain 4 life.

Spoils of Victory
{2}{G}
Sorcery
Search your library for a basic land card and put that card into play. Then shuffle your library.

Spotted Griffin
{3}{W}
Creature -- Griffin
2/3
Flying

Spring of Eternal Peace
{3}{G}{G}
Sorcery
You gain 8 life.

Starlit Angel
{3}{W}{W}
Creature -- Angel
3/4
Flying

Steadfastness
{1}{W}
Sorcery
Creatures you control get +0/+3 until end of turn.

Steam Catapult
{3}{W}{W}
Creature -- Soldier
2/3
{T}: Destroy target tapped creature. Play this ability only during your turn, before the combat phase.

Steam Frigate
{2}{U}
Creature -- Ship
3/3
Steam Frigate can't attack unless the defending player controls an Island.

Stern Marshal
{2}{W}
Creature -- Soldier
2/2

{T}: Target creature gets +2/+2 until end of turn. Play this ability only during your turn, before the combat phase.

Stolen Grain
{4}{B}{B}
Sorcery
Stolen Grain deals 5 damage to target opponent. You gain 5 life.

Stone Catapult
{4}{B}
Creature -- Soldier
1/2
{T}: Destroy target tapped nonblack creature. Play this ability only during your turn, before the combat phase.

Strategic Planning
{1}{U}
Sorcery
Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

Straw Soldiers
{1}{U}
Creature -- Soldier
1/3

Stream of Acid
{2}{B}{B}
Sorcery
Destroy target land or nonblack creature.

Sun Ce, Young Conquerer
{3}{U}{U}
Creature -- Legend
3/3
Horsemanship
When Sun Ce, Young Conquerer comes into play, you may return target creature to its owner's hand.

Sun Quan, Lord of Wu
{4}{U}{U}
Creature -- Legend
4/4
Creatures you control have horsemanship.

Sylvan Basilisk
{3}{G}{G}
Creature -- Basilisk
2/4
Whenever Sylvan Basilisk becomes blocked by a creature, destroy that creature.

Sylvan Tutor
{G}
Sorcery
Search your library for a creature card and reveal that card. Shuffle your library, then put the card on top of it.

Sylvan Yeti
{2}{G}{G}
Creature -- Elemental
*/4
Sylvan Yeti's power is equal to the number of cards in your hand.

Symbol of Unsummoning

{2}{U}
Sorcery
Return target creature to its owner's hand.
Draw a card.

Talas Air Ship
{3}{U}
Creature -- Ship
3/2
Flying

Talas Explorer
{1}{U}
Creature -- Merchant
1/1
Flying
When Talas Explorer comes into play, look at target opponent's hand.

Talas Merchant
{1}{U}
Creature -- Merchant
1/3

Talas Researcher
{4}{U}
Creature -- Wizard
1/1
{T}: Draw a card. Play this ability only during your turn, before the combat phase.

Talas Scout
{1}{U}
Creature -- Pirate
1/2
Flying

Talas Warrior
{1}{U}{U}
Creature -- Pirate
2/2
Talas Warrior is unblockable.

Taoist Hermit
{2}{G}
Creature -- Mystic
2/2
Taoist Hermit can't be the target of spells or abilities your opponents control.

Taoist Mystic
{2}{G}
Creature -- Mystic
2/2
Taoist Mystic can't be blocked by creatures with horsemanship.

Taunt
{U}
Sorcery
During target player's next turn, each creature he or she controls attacks you if able.

Taunting Challenge
{1}{G}{G}
Sorcery
All creatures able to block target creature this turn do so.

Temple Acolyte
{1}{W}
Creature -- Cleric
1/3
When Temple Acolyte comes into play, you gain 3 life.

Temple Elder
{2}{W}
Creature -- Cleric
1/2
{T}: You gain 1 life. Play this ability only during your turn, before the combat phase.

Temporal Manipulation
{3}{U}{U}
Sorcery
Take extra turn after this one.

Temporary Truce
{1}{W}
Sorcery
Each player may draw up to two cards. For each card less than two a player draws this way, that player gains 2 life.

Thing from the Deep
{6}{U}{U}{U}
Creature -- Beast
9/9
Whenever Thing from the Deep attacks, sacrifice it unless you sacrifice an Island.

Three Visits
{1}{G}
Sorcery
Search your library for a Forest card and put that card into play. Then shuffle your library.

Thunder Dragon
{5}{R}{R}
Creature -- Dragon
5/5
Flying
When Thunder Dragon comes into play, it deals 3 damage to each creature without flying.

Thundering Wurm
{2}{G}
Creature -- Wurm
4/4
When Thundering Wurm comes into play, sacrifice it unless you discard a land card from your hand.

Tidings
{3}{U}{U}
Sorcery
Draw four cards.

Touch of Brilliance
{3}{U}
Sorcery
Draw two cards.

Town Sentry

{2}{W}
Creature -- Soldier
2/2
Whenever Town Sentry blocks, it gets +0/+2 until end of turn.

Trained Cheetah
{2}{G}
Creature -- Cheetah
2/2
Whenever Trained Cheetah becomes blocked, it gets +1/+1 until end of turn.

Trained Jackal
{G}
Creature -- Jackal
1/2

Tree Monkey
{G}
Creature -- Monkey
1/1
Tree Monkey may block creatures with flying.

Treetop Defense
{1}{G}
Instant
Play Treetop Defense only during the declare attackers step and only if you are the defending player.
This turn, creatures you control may block as though they had flying.

Trip Wire
{2}{G}
Sorcery
Destroy target creature with horsemanship.

Trokin High Guard
{3}{W}
Creature -- Knight
3/3

Undying Beast
{3}{B}
Creature -- Beast
3/2
When Undying Beast is put into a graveyard from play, put Undying Beast on top of its owner's library.

Valorous Charge
{1}{W}{W}
Sorcery
White creatures get +2/+0 until end of turn.

Vampiric Feast
{5}{B}{B}
Sorcery
Vampiric Feast deals 4 damage to target creature or player and you gain 4 life.

Vampiric Touch
{2}{B}
Sorcery
Vampiric Touch deals 2 damage to target opponent and you gain 2 life.

Veteran Cavalier
{W}{W}
Creature -- Knight

2/2
Attacking doesn't cause Veteran Cavalier to tap.

Virtue's Ruin
{2}{B}
Sorcery
Destroy all white creatures.

Virtuous Charge
{2}{W}
Sorcery
Creatures you control get +1/+1 until end of turn.

Volunteer Militia
{W}
Creature -- Soldier
1/2

Wall of Granite
{2}{R}
Creature -- Wall
0/7
(Walls can't attack)

Warrior's Charge
{2}{W}
Sorcery
Creatures you control get +1/+1 until end of turn.

Warrior's Oath
{R}{R}
Sorcery
Take an extra turn after this one. At the end of that turn, you lose the game.

Warrior's Stand
{1}{W}
Instant
Play Warrior's Stand only during the declare attackers step and only if you are the defending player.
Creatures you control get +2/+2 until end of turn.

Wei Ambush Force
{1}{B}
Creature -- Soldier
1/1
Whenever Wei Ambush Force attacks, it gets +2/+0 until end of turn.

Wei Assassins
{3}{B}{B}
Creature -- Soldier
3/2
When Wei Assassins comes into play, target opponent sacrifices a creature.

Wei Elite Companions
{4}{B}
Creature -- Soldier
3/3
Horsemanship

Wei Infantry
{1}{B}
Creature -- Soldier
2/1

Wei Night Raiders
{2}{B}{B}
Creature -- Soldier
2/2
Horsemanship
Whenever Wei Night Raiders deals damage to an opponent, that player discards a card from his or her hand.

Wei Scout
{1}{B}
Creature -- Soldier
1/1
Horsemanship

Wei Strike Force
{2}{B}
Creature -- Soldier
2/1
Horsemanship

Whiptail Wurm
{6}{G}
Creature -- Wurm
8/5

Wicked Pact
{1}{B}{B}
Sorcery
Destroy two target nonblack creatures. You lose 5 life.

Wielding the Green Dragon
{1}{G}
Sorcery
Target creature gets +4/+4 until end of turn.

Wild Griffin
{2}{W}
Creature -- Griffin
2/2
Flying

Wild Ox
{3}{G}
Creature -- Ox
3/3
Swampwalk

Willow Dryad
{G}
Creature -- Dryad
1/1
Forestwalk

Willow Elf
{G}
Creature -- Elf
1/1

Wind Sail
{1}{U}
Sorcery
One or two target creatures gain flying until end of turn.

Withering Gaze

{2}{U}
Sorcery
Target opponent reveals his or her hand. You draw a card for each Forest and green card in it.

Wolf Pack
{6}{G}{G}
Creature -- Wolf
7/6
You may have Wolf Pack deal its combat damage to defending player as though it weren't blocked.

Wu Admiral
{4}{U}
Creature -- Soldier
3/3
Wu Admiral gets +1/+1 as long as an opponent controls an Island.

Wu Elite Cavalry
{3}{U}
Creature -- Soldier
2/3
Horsemanship

Wu Infantry
{1}{U}
Creature -- Soldier
2/1

Wu Light Cavalry
{1}{U}
Creature -- Soldier
1/2
Horsemanship

Wu Longbowman
{2}{U}
Creature -- Soldier
1/1
{T}: Wu Longbowman deals 1 damage to target creature or player. Play this ability only during your turn, before the combat phase.

Wu Scout
{1}{U}
Creature -- Soldier
1/1
Horsemanship
When Wu Scout comes into play, look at target opponent's hand.

Wu Spy
{1}{U}
Creature -- Soldier
1/1
When Wu Spy comes into play, look at the top two cards of target player's library. Put one of them into his or her graveyard.

Wu Warship
{2}{U}
Creature -- Ship
3/3
Wu Warship can't attack unless defending player controls an Island.

Xiahou Dun, the One-Eyed
{2}{B}{B}

Creature -- Legend
3/2
Horsemanship
Sacrifice Xiahou Dun, the One-Eyed: Return target black card from your graveyard to your hand. Play this ability only during your turn, before the combat phase.

Xun Yu, Wei Advisor
{1}{B}{B}
Creature -- Legend
1/1
{T}: Target creature you control gets +2/+0 until end of turn. Play this ability only during your turn, before the combat phase.

Yellow Scarves Cavalry
{1}{R}
Creature -- Soldier
1/1
Horsemanship
Yellow Scarves Cavalry can't block.

Yellow Scarves General
{3}{R}
Creature -- Soldier
2/2
Horsemanship
Yellow Scarves General can't block.

Yellow Scarves Troops
{1}{R}
Creature -- Soldier
2/2
Yellow Scarves Troops can't block.

Young Wei Recruits
{1}{B}
Creature -- Soldier
2/2
Young Wei Recruits can't block.

Yuan Shao, the Indecisive
{4}{R}
Creature -- Legend
2/3
Horsemanship
Each creature you control can't be blocked by more than one creature.

Yuan Shao's Infantry
{3}{R}
Creature -- Soldier
2/2
Whenever Yuan Shao's Infantry attacks alone, Yuan Shao's Infantry is unblockable this combat.

Zhang Fei, Fierce Warrior
{4}{W}{W}
Creature -- Legend
4/4
Horsemanship
Attacking doesn't cause Zhang Fei, Fierce Warrior to tap.

Zhang He, Wei General
{3}{B}{B}
Creature -- Legend
4/2

Horsemanship
Whenever Zhang He, Wei General attacks, each other creature you control gets +1/+0 until end of turn.

Zhang Liao, Hero of Hefei
{4}{B}{B}
Creature -- Legend
3/3
Whenever Zhang Liao, Hero of Hefei deals damage to an opponent, that opponent discards a card from his or her hand.

Zhao Zilong, Tiger General
{3}{W}{W}
Creature -- Legend
3/3
Horsemanship
Whenever Zhao Zilong, Tiger General blocks, it gets +1/+1 until the end of the turn.

Zhou Yu, Chief Commander
{5}{U}{U}
Creature -- Legend
8/8
Zhou Yu, Chief Commander can't attack unless defending player controls an Island.

Zhuge Jin, Wu Strategist
{1}{U}{U}
Creature -- Legend
1/1
{T}: Target creature is unblockable this turn. Play this ability only during your turn, before the combat phase.

Zodiac Dog
{2}{R}
Creature -- Dog
2/2
Mountainwalk

Zodiac Dragon
{7}{R}{R}
Creature -- Dragon
8/8
When Zodiac Dragon is put into your graveyard from play, you may return it to your hand.

Zodiac Goat
{R}
Creature -- Goat
1/1
Mountainwalk

Zodiac Horse
{3}{G}
Creature -- Horse
3/3
Islandwalk

Zodiac Monkey
{1}{G}
Creature -- Monkey
2/1
Forestwalk

Zodiac Ox
{3}{G}
Creature -- Ox
3/3
Swampwalk

Zodiac Pig
{3}{B}
Creature -- Pig
3/3
Swampwalk

Zodiac Rabbit
{G}
Creature -- Rabbit
1/1
Forestwalk

Zodiac Rat
{B}
Creature -- Rat
1/1
Swampwalk

Zodiac Rooster
{1}{G}
Creature -- Chicken
2/1
Plainswalk

Zodiac Snake
{2}{B}
Creature -- Snake
2/2
Swampwalk

Zodiac Tiger
{2}{G}{G}
Creature -- Tiger
3/4
Forestwalk

Zuo Ci, the Mocking Sage
{1}{G}{G}
Creature -- Legend
1/2
Zuo Ci, the Mocking Sage can't be blocked by creatures with horsemanship.
Zuo Ci can't be the target of spells or abilities your opponents control.